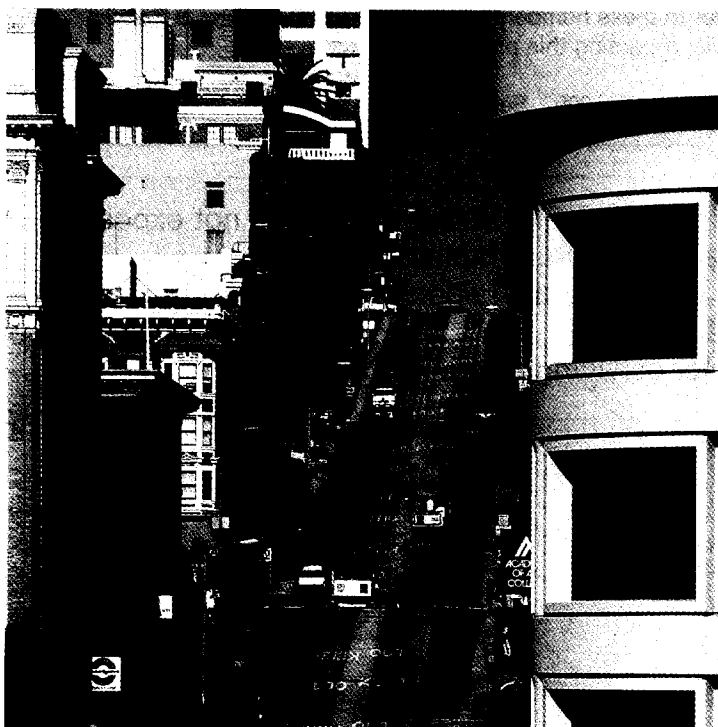


SONY



Integrated Telephone Answering Machine

Operating Instructions

IT-A205

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Owner's record

The model and serial numbers are located at the bottom of the phone.

Record the serial number in the space provided below.
Refer to these numbers whenever you call upon your Sony dealer regarding this product.

Model No. IT-A205 Serial No. _____

Warning

To prevent fire or shock hazard, do not expose the set to rain or moisture.

To avoid electrical shock, do not open the cabinet.

Refer servicing to qualified personnel only.

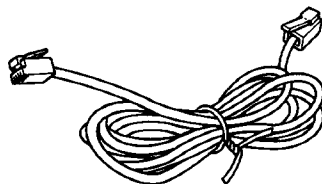
**TELECOMMUNICATIONS
HELPLINE
(201) 391-6111**

**PLEASE CALL US WITH YOUR
QUESTIONS AND COMMENTS ON
SONY TELEPHONE PRODUCTS.**

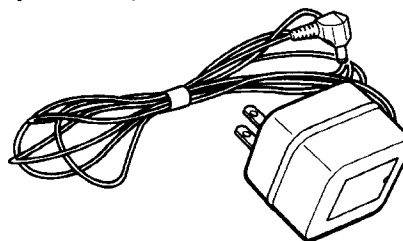
Telephone and handset



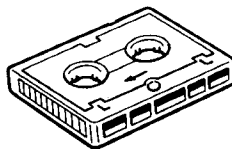
Connecting line cord



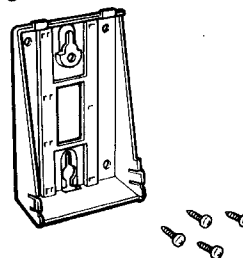
AC power adaptor (AC-T62)



Microcassette (MC-30)

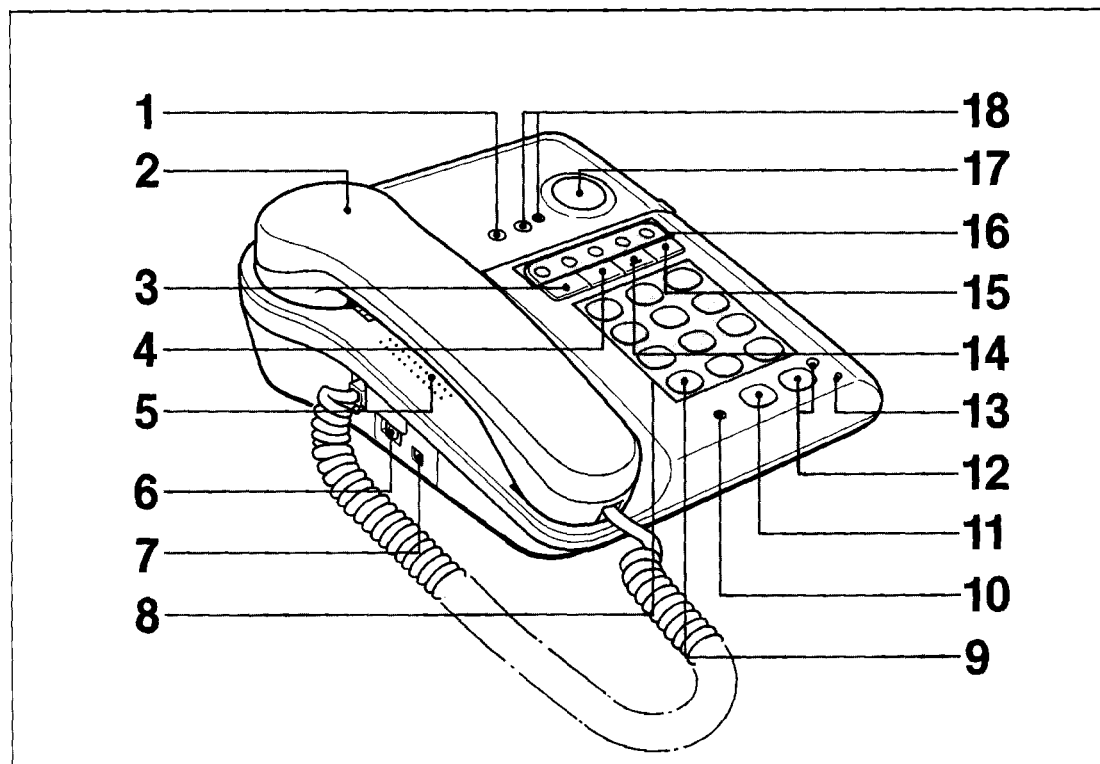


Wall mounting bracket and screws



Looking at Your Unit

For detailed instructions, see the page indicated in the ●.



1 RESET button ●

Press to rewind the tape to the beginning for recording new messages.

2 Handset

3 RECALL button ●

Automatically dials the numbers stored.

4 SCRATCHPAD button ●

Allows you to enter a phone number into memory during conversation, or to save a dialed phone number for later redial.

5 Speaker

6 HANDSET VOL (volume) selectors ●

7 PROGRAM button ●

Stores the numbers in one-touch or speed memory locations.

8 Dialing keys

9 TONE button ●

Temporarily switches the dialing mode from pulse to tone.

10 POWER lamp

Lights up when the AC power adaptor is connected.

11 REDIAL/PAUSE button ●

Redials the last number called or inserts a pause in the memory dialing sequence.

12 ON HOOK DIAL button and lamp ●

Allows you to dial without picking up the handset.

13 MIC (microphone) ● ●

14 HOLD button and lamp ●

Puts a call on hold.

15 FLASH button ●

Accesses call waiting or gives you a new dial tone.

16 ONE TOUCHE DIALING buttons ●

Automatically dials the number stored with one-touch.

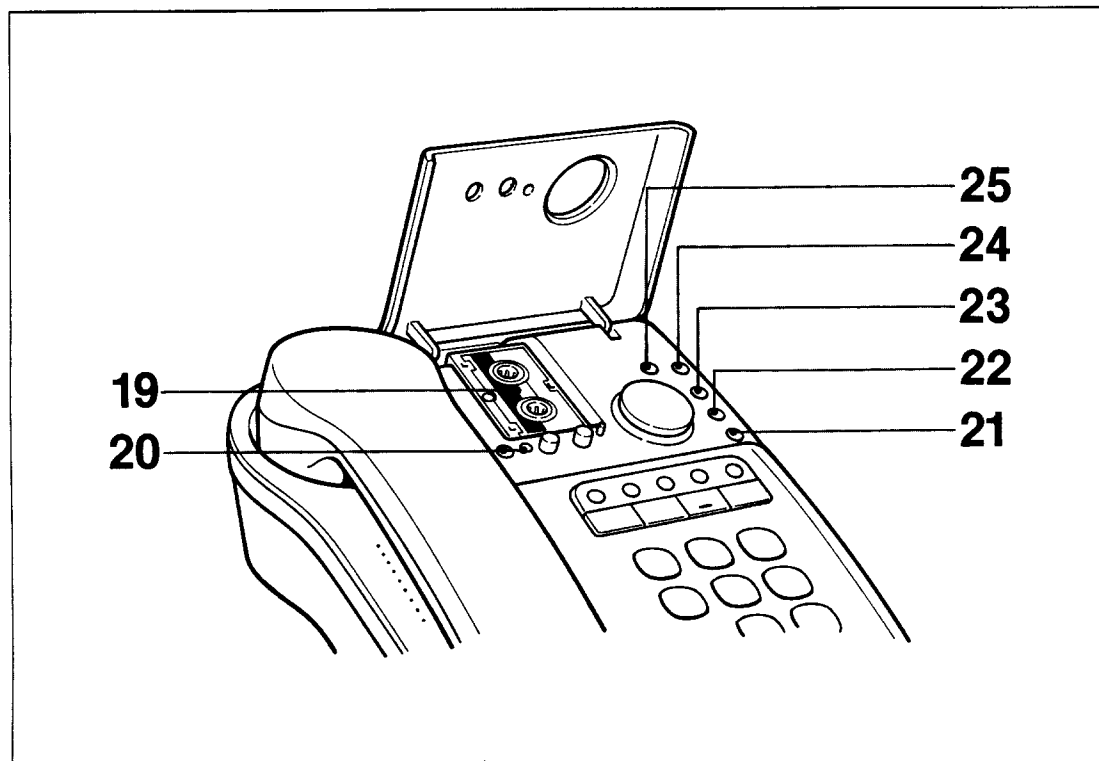
17 ANSWER button and message counter LED ●

Allows you to turn the unit on to receive messages and to play back them.

18 MEMO button and lamp ●

Allows you to leave messages to other people who use the unit.

Under the Lid



Looking at Your Unit

19 Microcassette compartment

20 COV (conversation) REC (record) button and lamp ●

Allows you to record the conversation while you are talking.

21 REPEAT/REW button ●

Press to play back the same message or to rewind the tape.

22 STOP/PLAY button ●

Press to stop or play back the tape.

23 SKIP/FF button ●

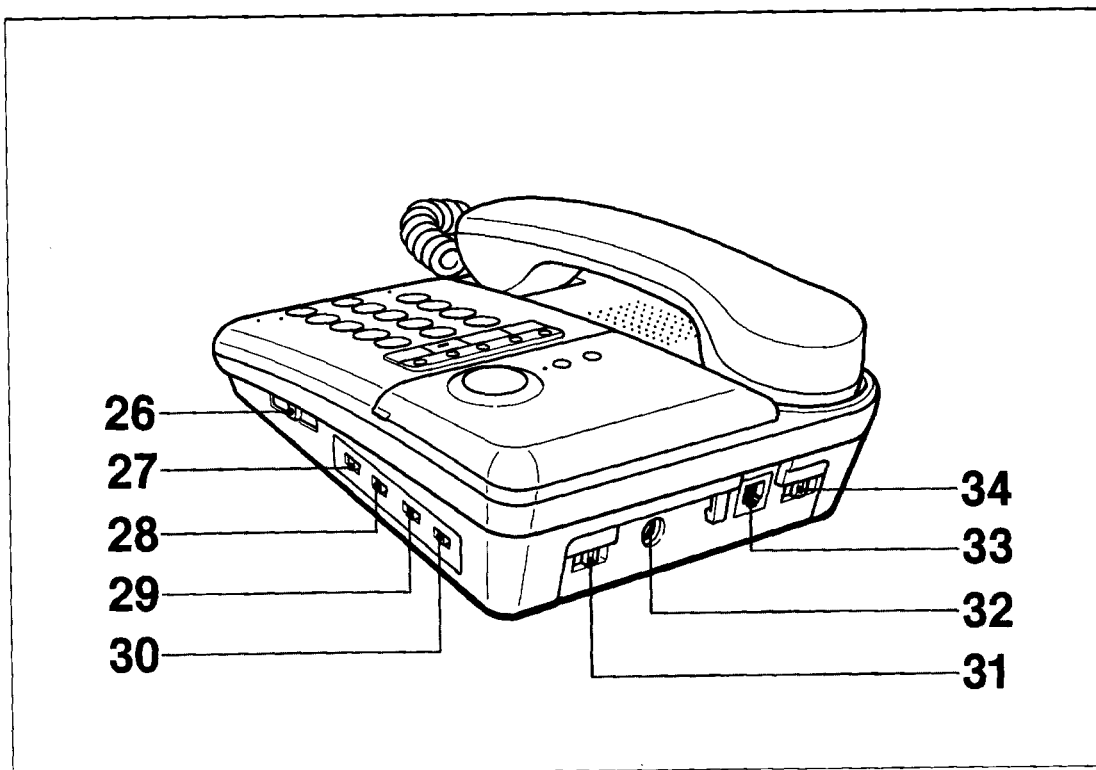
Press to advance the tape.

24 OGM (outgoing message) button ●

Press to record your outgoing message after you have pressed REC.

25 REC (record) button ●

Allows you to record your outgoing message.



26 SPEAKER VOL (volume) control ●

27 ICM (incoming message) REC (record) TIME switch ●

Allows you to select the recording time for incoming messages.

28 RINGER SELECT switch ●

Allows you to vary the number of rings before the unit answers to take a message.

29 ID CODE-1 switch ●

Selects the first digit for ID code.

30 ID CODE-2 switch ●

Selects the second digit for ID code.

31 AUDIBLE IND (indicator) switch ●

Informs you with a beep if there is any message recorded.

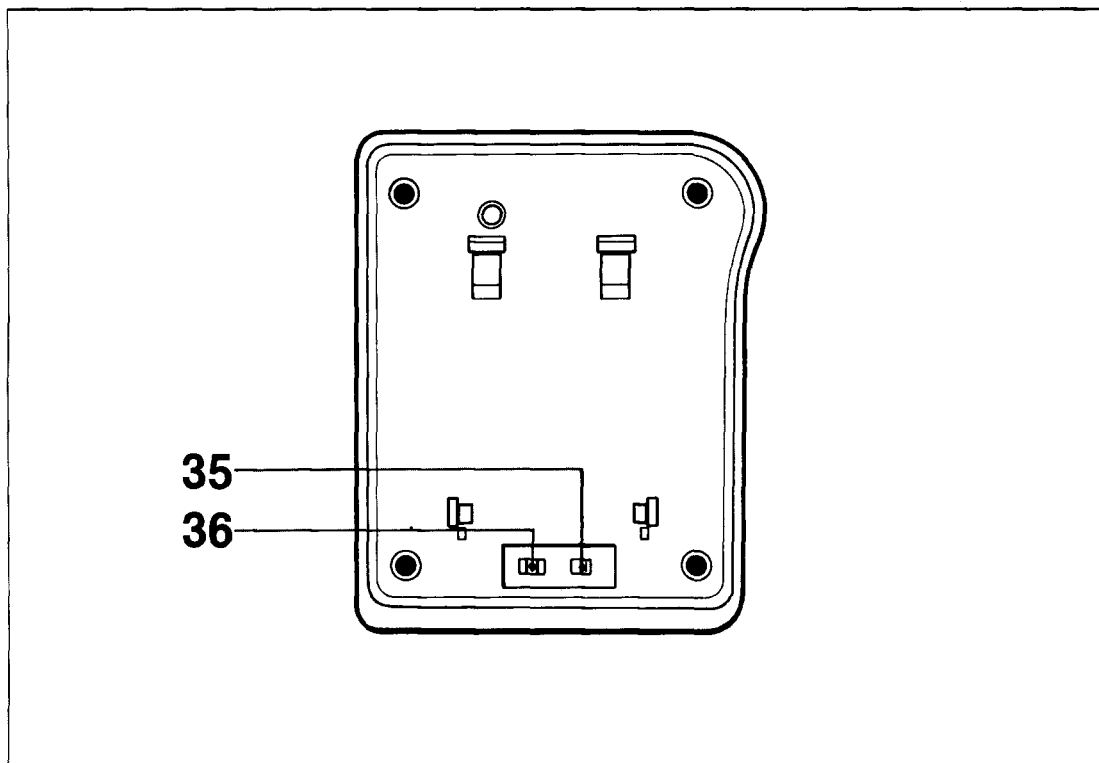
32 DC IN 12V jack ●

33 TEL (telephone) LINE jack ●

34 RINGER LEVEL (volume) selector ●

Selects the ringer level.

Bottom



Looking at Your Unit

35 DIAL MODE selector ②

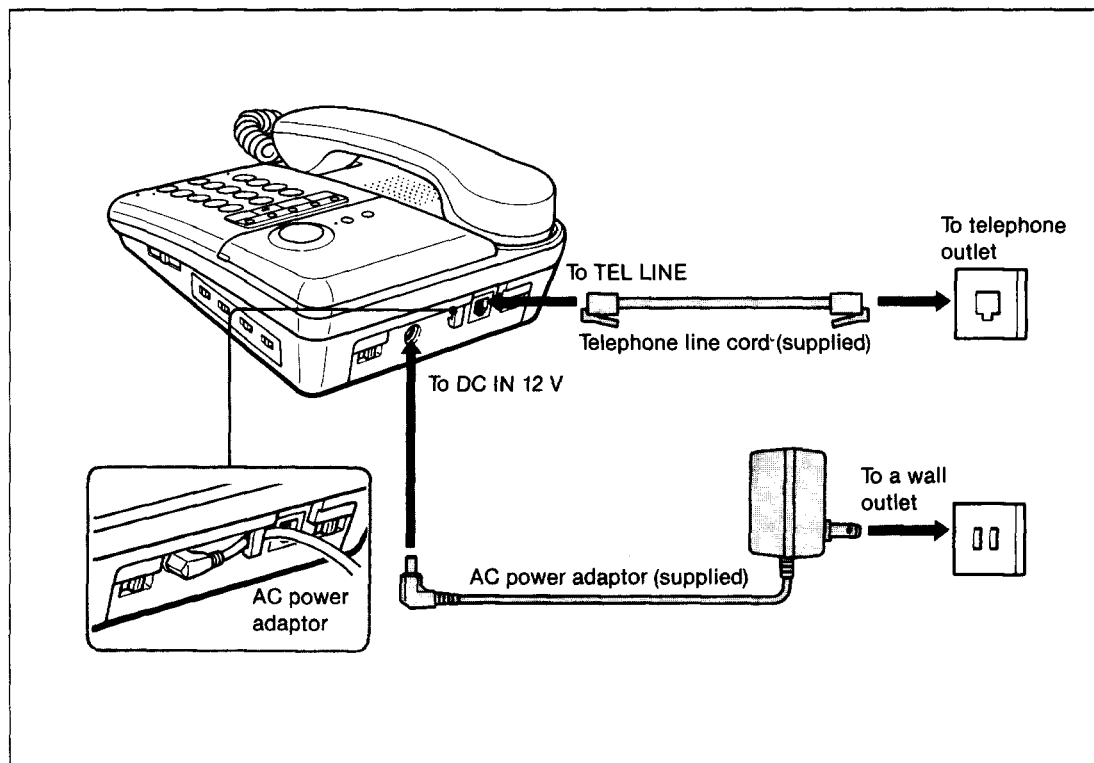
Selects pulse or tone dialing.

36 CPC switch ③

Allows you to maximize the time available on your tape.

Setting up the Unit

Connection

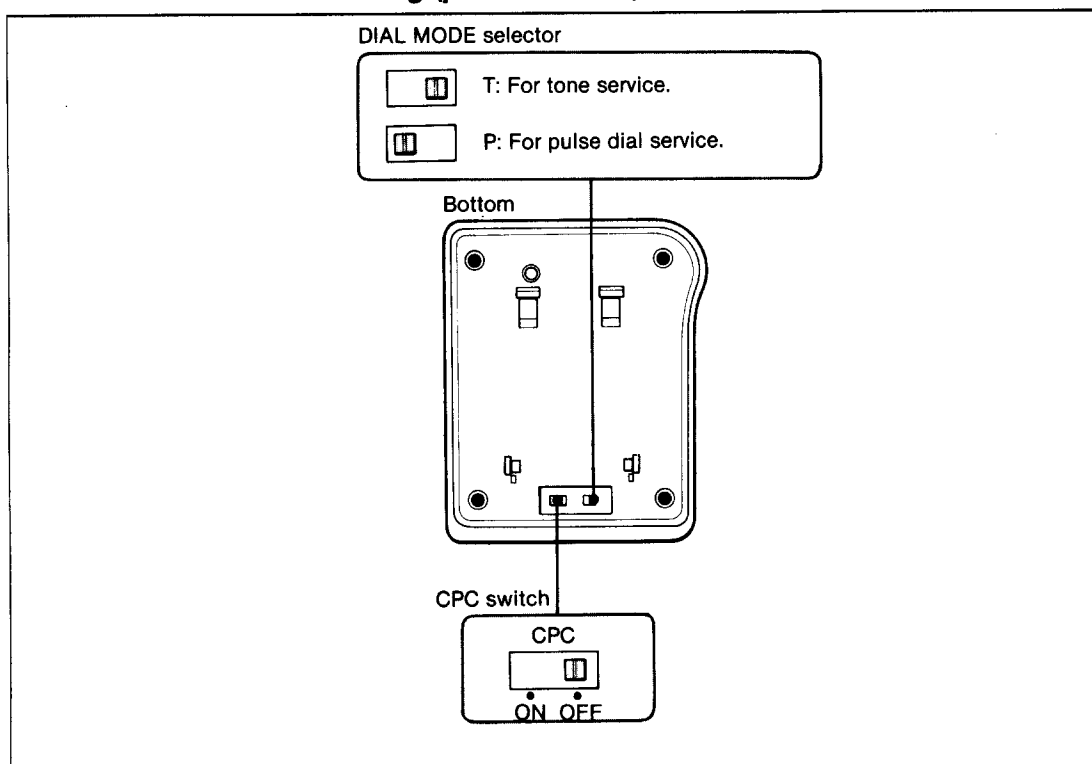


When the supplied AC power adaptor is connected, ANSWER, MEMO, CONV REC and POWER lamps flash. Pick up the handset, press **ON HOOK DIAL** or press any button used as a telephone answering machine (see "Using as a Telephone Answering Machine"), and the lamps will go off.

Notes

- Use only the supplied AC power adaptor.
- If your telephone outlet is not a modular type, you need modification. Please contact your telephone company if you need assistance.
- If the unit does not work even if the AC power adaptor is connected to a wall outlet, disconnect, and after a few moments, reconnect it firmly.

DIAL MODE Selector Setting (pulse or tone)



If you do not know whether your telephone service is pulse or tone, find out by following the steps below.

The selector is preset to T (tone).

- 1 Confirm that the DIAL MODE selector located on the bottom is set to T.
- 2 Make a trial call.
- 3 If the call is connected, you have tone service. Leave the selector at T. Otherwise, set the selector to P (pulse).

Setting the CPC Switch

The CPC switch (see the illustration above) is useful to maximize the time available on your microcassette. Whenever the unit senses the hang-up click, the unit stops recording.

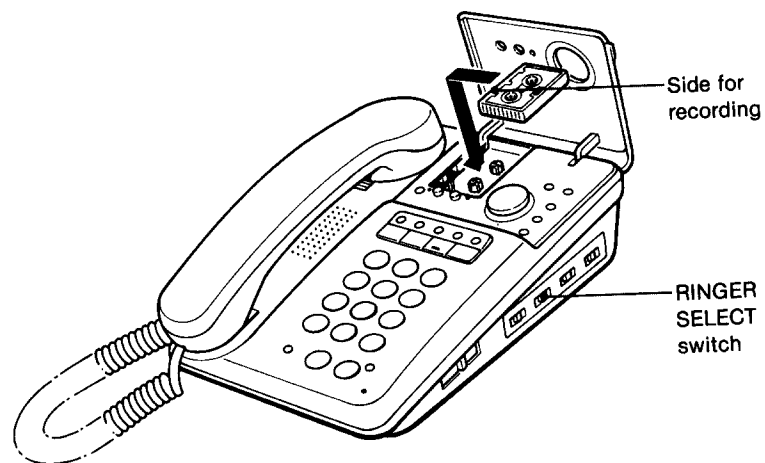
ON: To let the unit sense the hang-up click and stop recording the message.

OFF: Not to let the unit sense the hang-up click, therefore, a tone may be recorded after the caller stops talking.

Note

If you subscribe to "call waiting service", set the CPC switch to OFF. If it is set to ON, your caller may be cut off midway through recording his/her message if another call comes in.

Installing the Microcassette



- 1 Open the lid.
- 2 Install the microcassette supplied into the microcassette compartment with the side for recording facing up.

Note

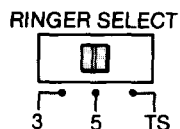
Make sure there is no slack in the tape.

Setting the RINGER SELECT Switch

The RINGER SELECT switch allows you to vary the number of rings before the unit answers to take a message.

Toll Saver allows you to determine if you have messages by the number of rings before the unit answers when using the remote operation (See "Remote Operations" on page 18.)

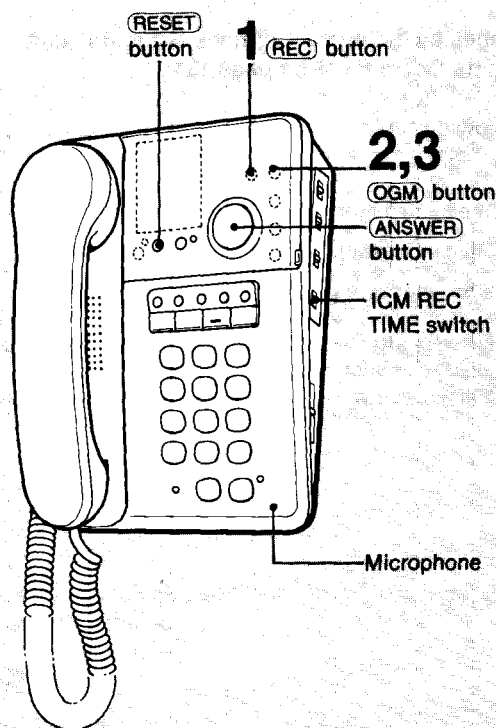
Set the RINGER SELECT switch according to the following table.



Selection of the switch	Description
3	The unit answers after 3 rings.
5	The unit answers after 5 rings.
TOLL SAVER (TS)	If any messages are recorded, the unit answers after 3 rings. If no messages are recorded, the unit answers after 5 rings. When calling to retrieve your message remotely, if the unit rings more than 3 times, you will know there are no new messages.

Setting up the Unit

Recording Your Greeting (OGM)



(REC), (OGM), (STOP/PLAY) buttons are located under the lid.)

Record your outgoing message (OGM) first, otherwise, you cannot use the telephone answering function.

- 1 Press **(REC)**.
- 2 Hold down **(OGM)**.
While keeping OGM pressed:
 - (1) listen for a beep.
 - (2) record your message (up to 16 seconds).
(The message will be recorded on the IC.)

Note

The remaining time becomes 3 seconds, the lamp flashes rapidly in the ANSWER button.

- 3 Release **(OGM)**.
The unit will then:
 - (1) move the tape to the beginning of the OGM area.
 - (2) automatically replay your OGM for confirmation. (Your OGM will be recorded on the tape as well.)
 - (3) automatically turn on (ANSWER ON).
(The lamp lights up in the ANSWER button.)

For best recording results

Record in a quiet room and speak close enough (about 8 inches) to the microphone in a clear voice.

To play back your OGM

Press **(OGM)**.

(REC), (OGM), (STOP/PLAY) buttons are located under the lid.)

To erase your OGM

Record a new OGM over the previous one.

OGM backup function

If the power interruption is occurred, outgoing message recorded on the IC will be erased. In this case, the backed up message on the microcassette will automatically be started to record on the IC. Then, the unit will be ready for recording of incoming message.

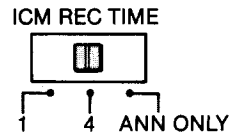
Setting the Unit to Receive Messages

To let the unit record the incoming messages (ICM), you need to follow the steps below. There are three options for incoming message recording time.

Note

You cannot turn on the unit without recording your greeting (OGM) first (see page 12).

- 1 Select the incoming message recording time by the REC TIME switch according to the following table.



Selection of the switch	Description
1	Allows up to 1 minute per message.
4	Allows up to 4 minutes per message.
ANN ONLY	Announce Only: No message will be recorded. The lamp in the ANSWER button blinks slowly.

- 2 Press **ANSWER**.

The ANSWER button lights up and the unit is turned on.

Note

After you play back messages, make sure if you have enough tape to take more messages. If not, either press **RESET** or change to a new tape.

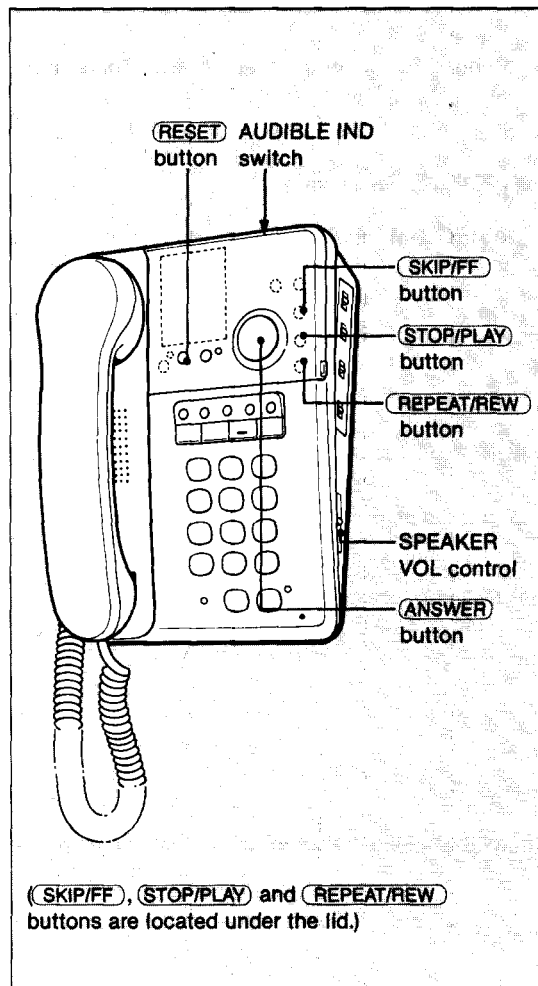
Turning off the Unit

Open the lid and press **STOP/PLAY**.

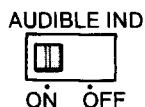
The lamp in the ANSWER button goes off.

Setting the Unit to Receive Message
Turning off the Unit

Playing Back Messages



If any messages have been recorded the ANSWER button will show you the number of messages by blinking (max. 19 times). If the AUDIBLE IND switch is ON, a beep will also sound intermittently. Stop the beep by pressing (ANSWER) or setting the AUDIBLE IND switch to OFF.



Press (ANSWER) to play back the message.

The tape will rewind and messages will be played back. If there is no message, an alarm sounds when you press (ANSWER).

When all messages have been played back

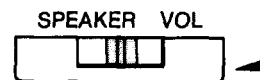
- 1 A beep will sound.
- 2 The unit automatically sets to ANSWER ON. (The lamp will light up.)

Note

Unless the unit is reset (see "To reset the tape" below), message will be automatically saved.

To adjust the volume of the speaker

Slide the SPEAKER VOL control.



To skip to the next message

Press (SKIP/FF) during playback. The next message will automatically be played back.

To play the same message again

Press (REPEAT/REW) during playback. The tape will rewind to the beginning of the same message and start playback.

To listen to the message manually (manual playback)

Press (STOP/PLAY).

The lamp in the ANSWER button goes off. The playback starts from the tape's present position.

To skip to the end of the tape, press (SKIP/FF).

To rewind the tape to the beginning of the ICM area, press (REPEAT/REW).

To reset the tape

When all the messages are played back and the tape stops, press (RESET). The tape will rewind to the beginning. After you reset the tape, new messages will be recorded over previously recorded messages.

Note

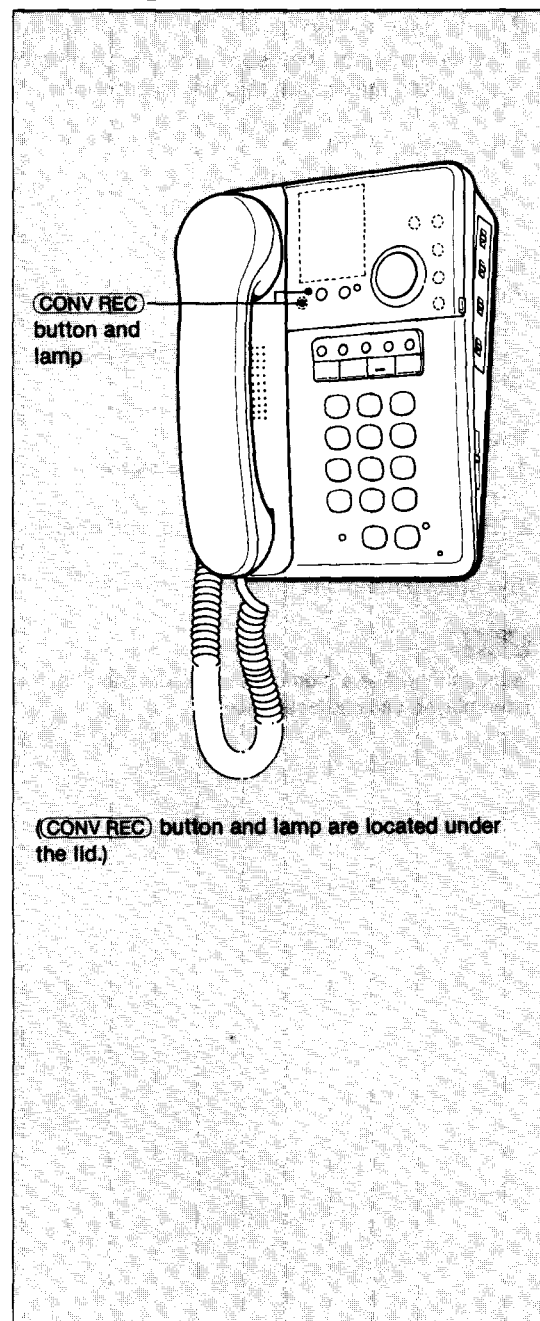
You cannot reset the tape until you play back the messages.

Call Screening

After you have set the unit to receive messages, you can screen calls being answered.

- 1 Listen to the caller's message.
- 2 If you wish to speak to the caller, pick up the handset. The unit will stop recording. If it does not stop, press the hook switch of the telephone for about one second.

Recording a Conversation in Progress



While you are talking on phone, you can record the conversation.

The unit must be turned on (ANSWER ON). Press **CONV REC** while you are talking. The CONV REC lamp lights up and the conversation recording begins.

Note

The recorded conversation will be counted as an incoming message.

To stop recording

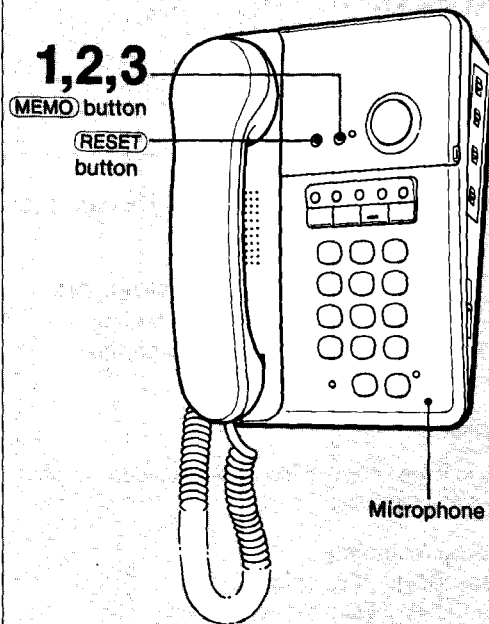
Press **CONV REC** again. The CONV REC lamp will go off.

To play back a recorded conversation

Follow the same steps as "Playing Back Messages" on page 14.

Call Screening
Recording a Conversation in Progress

Recording a Memo Message



A memo message allows you to leave messages to other members of your household or users of your unit.

- 1** Press **MEMO**.
 - (1) The tape will rewind to the specified area for memo messages.
 - (2) Beeps will sound.
- 2** Hold down **MEMO**.

When you hear the beep, record your memo (1 minute maximum) into the microphone.
- 3** Release **MEMO**.
 - (1) A beep will sound.
 - (2) The MEMO lamp will light up.

To play back memo message

Press **MEMO**.

- (1) The tape will rewind.
- (2) The memo message will be played back.
- (3) At the end, beeps will sound.

To erase memo message

- 1** Press **MEMO** to play back the memo message.
- 2** Press **RESET** during the beeps, you hear after the playback.

The MEMO lamp will go off.

Note

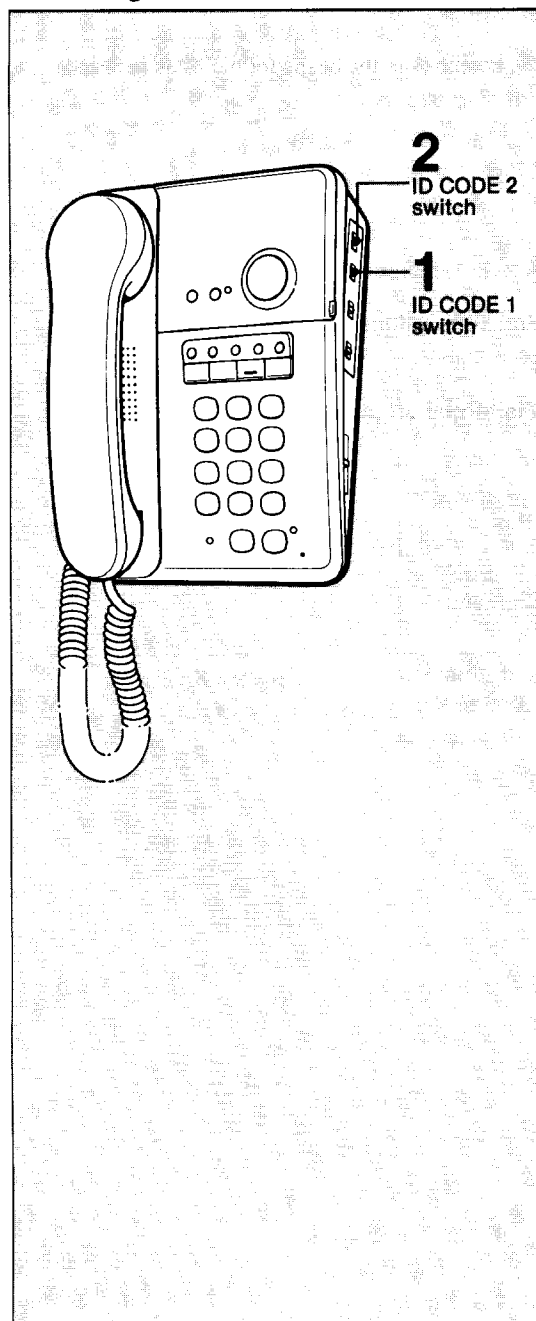
You cannot erase a memo message unless it has been played back at least once.

Remote Control Function

Remote control operations allow you to perform various functions from any pushbutton (touch-tone) phone. You can perform the following functions.

- Play back messages.
- Record a new OGM.
- Record and play back a memo message.
- Set the unit to ANSWER ON/OFF.
- Monitor sounds in the room (room monitor).

Selecting Your ID Code



For remote control operation, you must select an ID code. You and your family or associates who know the two-digit ID code can remotely control this unit from a pushbutton (touch-tone) phone.

1 Set ID CODE-1: 2, 5 or 8

2 Set ID CODE-2: 3, 6 or 7

For example, if you select 5 for ID code 1, and 3 for ID code 2, your ID code is 53.

Remote Control Function
Selecting Your ID Code

Remote Operation

To perform remote control operation, first send your ID code, and then a control code assigned for each operation. As for the control codes, see page 19.

The unit must be turned on (ANSWER ON).

- 1 Call your phone from a pushbutton phone.
- 2 While the unit is answering, enter and your ID code.
Example: When your ID code is 53, enter .
- 3 The unit will announce the number of ICMs received by beeps (max. 10 times).

Note

If a memo message has been recorded, you will hear a long beep before the beeps for the ICMs received.

- 4 Enter the control code for your desired function.
Refer to the table on page 19.
Example: When the control code is * 1, enter .

Note

The unit will beep while the tape is rewinding to play back recorded messages.

- 5 When you go on to another function, enter a control code within 60 seconds.
- 6 Hang up when you are finished.

If you have forgotten to set the unit on — If the unit is turned off (ANSER OFF)

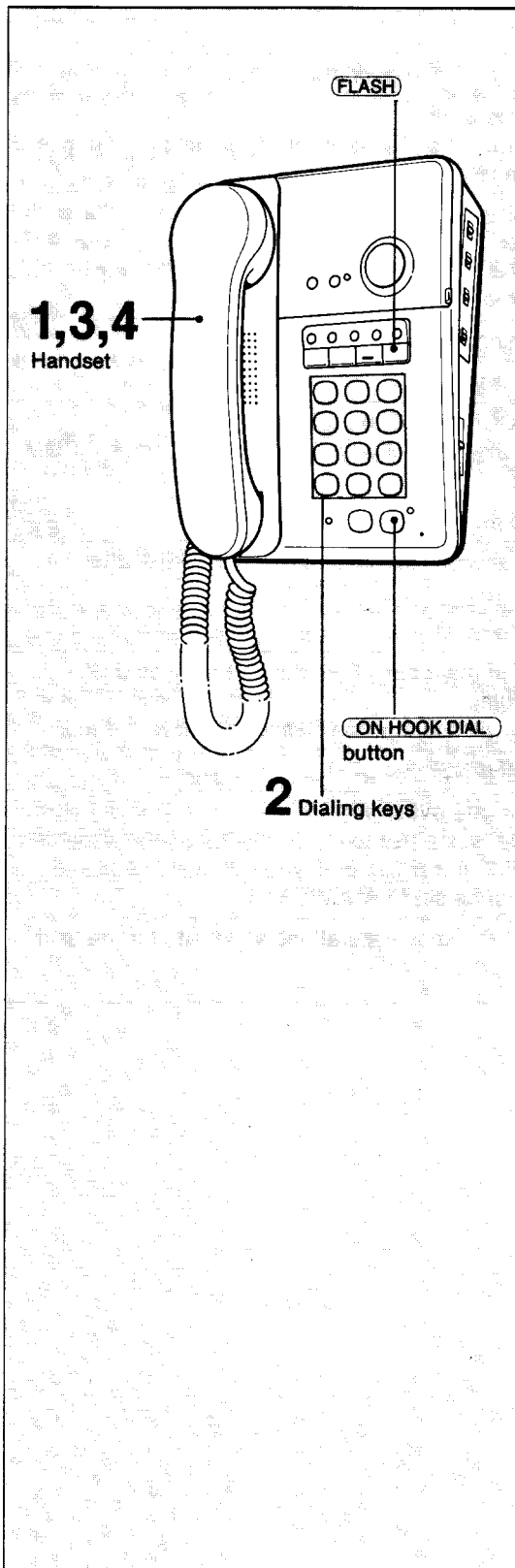
- 1 Call your phone from a pushbutton phone.
- 2 After 10 rings you will hear intermittent beeps.
- 3 Within 60 seconds, enter and your ID code.
- 4 Press and to turn on the unit.
- 5 Hang up when you are finished.

Description of Control Codes for Remote Operation

Control code	Function	Description
* 1	Message playback	Plays back the message. Note: * 1 must be pressed every 4 minutes to continue listening to messages.
* 3	Reset	Resets tape to the beginning (only after all messages have been played back). Note: Once the tape is reset, you can no longer play back messages remotely.
* 4	Skip forward	Skips to the beginning of the next message.
* 5	Repeat	Repeats the message.
* 6	Record OGM	Records a new OGM. (max. 16 seconds) After recording, the unit will automatically play back the OGM for confirmation.
# 1	Playback memo	Plays the memo message.
# 2	Record memo	Records a memo message. Be sure to press * 0 after recording.
# 3	Erase memo	Erases the memo message.
# 8	Room monitor	Monitors sound in the room where the unit is located (60 seconds maximum). Note: A beep will sound when 50 seconds have passed.
# 9	ANSWER OFF	Turns the unit off (ANSWER OFF).
# 0	ANSWER ON	Turns the unit on (ANSWER ON). Note: If a tape is not inserted or if the OGM is not recorded when REC TIME is set to 1 or 4, you will hear beeps and the unit cannot be set to ANSWER ON.
* 0	Interrupt operation	Interrupts any of the above operations and waits for the next command.

Description of Control Codes for Remote Operation

Making Calls



- 1 Pick up the handset. Confirm the dial tone.
- 2 Dial the number.
- 3 Talk when your party answers.
- 4 When you have finished, replace the handset in its cradle to disconnect.

To dial without picking up the handset (on hook dial)

- 1 Press **ON HOOK DIAL**.
- 2 Dial the number.
- 3 When your party answers, pick up the handset to talk.
- 4 When you have finished, replace the handset in its cradle to disconnect.

To hang up before your party answers (or before picking up the handset), press **ON HOOK DIAL** or **FLASH**.

To hear the caller's voice over the speaker (speaker monitor)

While you are talking to the caller, press **ON HOOK DIAL**.

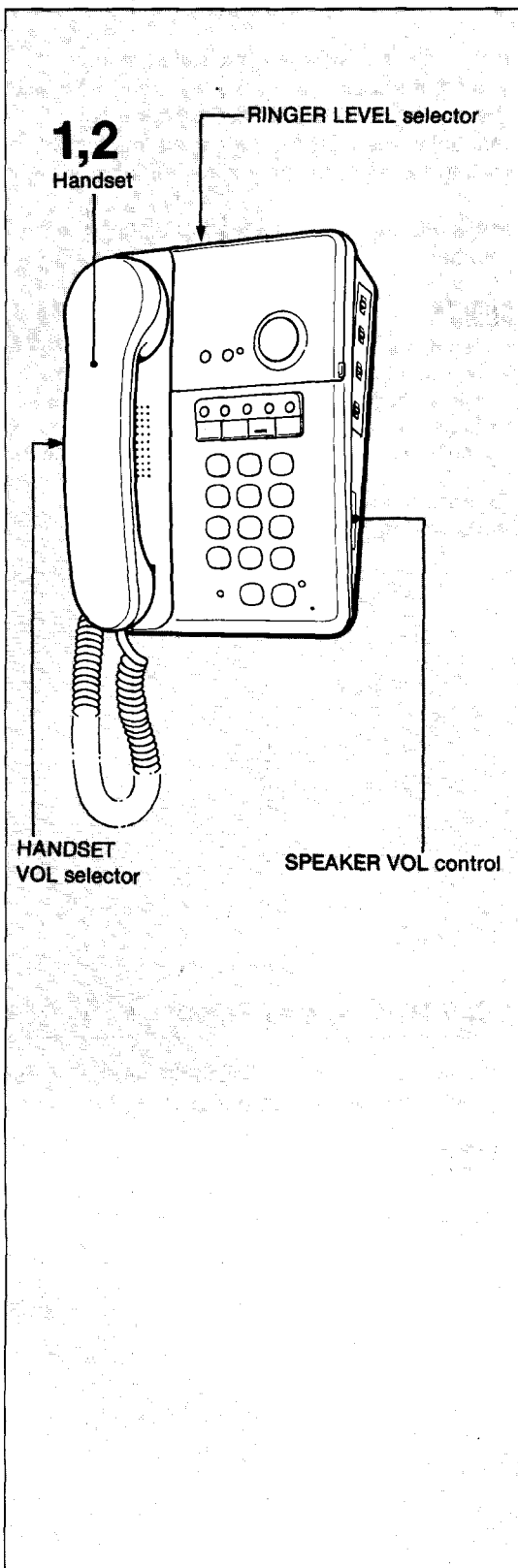
The caller will not hear your voice.

To talk to the caller, press **ON HOOK DIAL** again. If you have replaced the handset, pick it up again to talk.

Note

You can adjust the volume of the speaker used for **SPEAKERPHONE** dialing (see page 21).

Receiving Calls



1 When you hear the ring, pick up the handset to answer.

2 When you have finished, replace the handset in its cradle to disconnect.

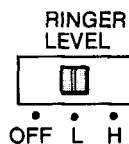
To adjust the volume of the speaker

Slide the SPEAKER VOL control.



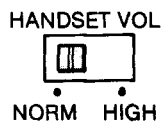
To adjust the ringer volume level

Select H (high), L (low) or OFF on the RINGER LEVEL selector.

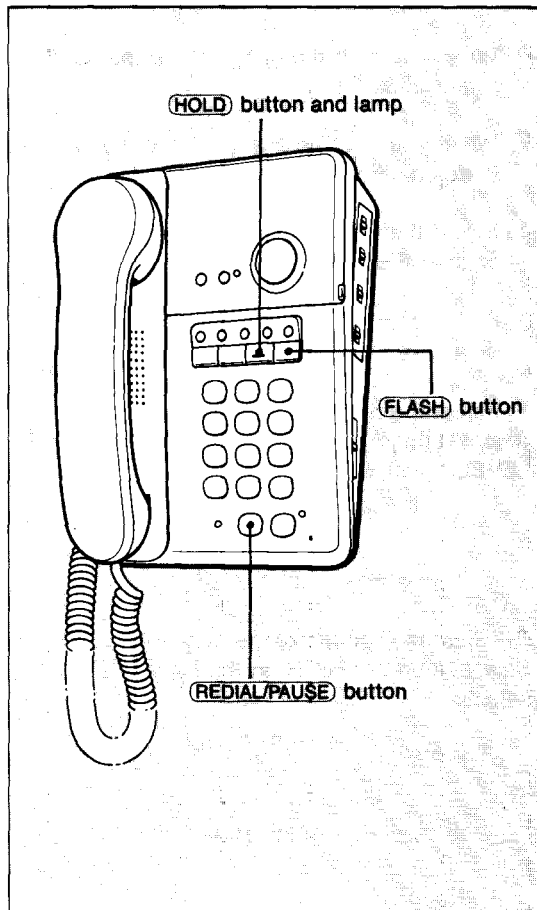


To adjust the volume of the handset

Select NORM or HIGH on the HANDSET VOL selector.



Redialing a Number



If the line is busy when you call someone, or you want to call again someone you just called, there is no need to dial the number again manually. The REDIAL button automatically redials the most recently dialed number.

Press **REDIAL/PAUSE** instead of dialing the number.

Notes

- You can redial a phone number of up to 32 digits.
- You can transfer the redial number (the first 16 digits if redial number exceeds 16 digits) into one of the one-touch or speed dialing buttons or scratch pad memory. For transferring, see page 24.

To erase the redial memory
Press **REDIAL/PAUSE** twice.

Redialing a Number
Putting a Call on Hold/Call Waiting and Flash

Putting a Call on Hold

Press **HOLD** and put the handset on hook. The HOLD lamp lights up. No sound comes over the line. To resume conversation, pick up the handset again.

If you have not put the handset on hook, just press **HOLD** again to resume conversation.

To resume conversation on an extension phone (connected to the same telephone line), pick up the handset on the extension phone.

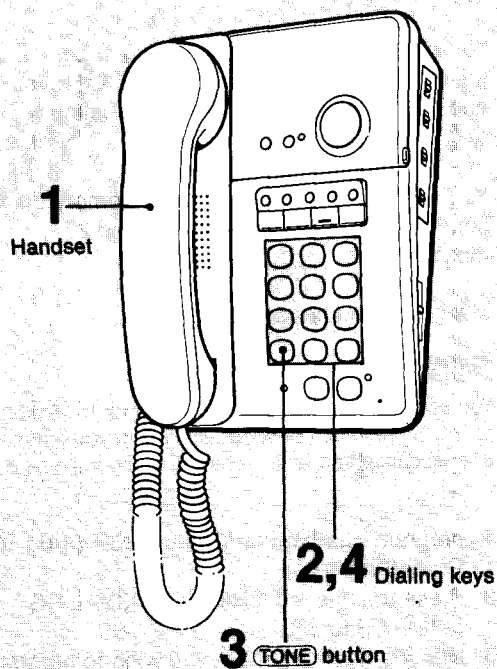
Call Waiting and Flash

If you subscribe to "call waiting service", press **FLASH** to switch from one party to the other.

Note

If you do not have this service, the line will be disconnected when **FLASH** is pressed.

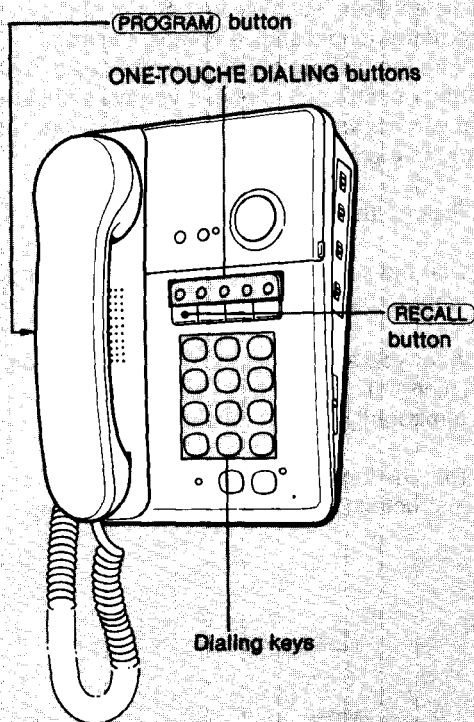
Using Your Long-distance Service



Some services, such as MCI, Sprint and other alternative long-distance companies may require the distinct tones generated by a push-button (touch-tone) phone. If you have pulse-dial service, you can still access these services through a process called "**mixed dialing**".

- 1 Pick up the handset.
- 2 Dial the access number of the service you want to use.
- 3 After you are connected to the service, press **(TONE)**. (This switches your phone temporarily to emit tone signals.)
- 4 Dial the long-distance number when instructed by the long-distance company.

Memory Dialing



You can program up to 20 phone numbers you frequently call so that you can have this unit dial them automatically by using One-touch or Speed dialing.

You can program up to 5 phone numbers into the ONE-TOUCH DIALING buttons (① to ⑤) and up to 15 numbers into speed dialing (① ① to ① ⑤).

You can also transfer the redial memory or scratch pad memory into one of the 20 locations.

Make sure the handset is on hook.

Note

You can program a phone number of up to 16 digits for each one-touch or speed dialing. (If you enter a tone, pause and flash, they will be counted as one digit.)

To program numbers on ONE-TOUCH DIALING

- 1 Press **PROGRAM**.
- 2 Press the desired ONE-TOUCH DIALING button (① to ⑤).
- 3 Dial the phone number you wish to program.
- 4 Press **PROGRAM** again.
You will hear a long confirmation beep.

To program another phone number, repeat the above steps 1 to 4.

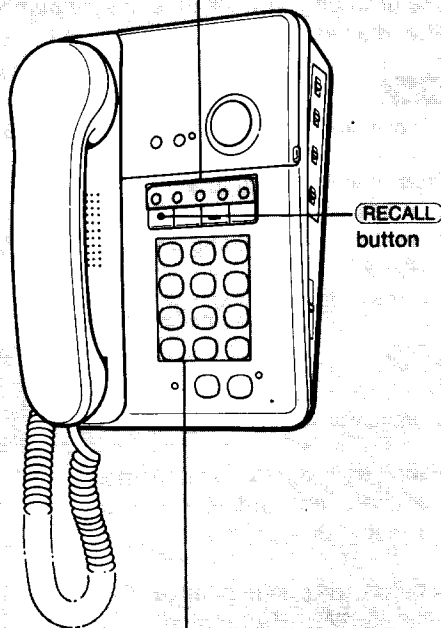
To program numbers on speed dialing

- 1 Press **PROGRAM**.
- 2 Press **RECALL**.
- 3 Press two dialing keys for speed dialing memory (① ① to ① ⑤).
- 4 Dial the phone number you wish to program.
- 5 Press **PROGRAM** again.
You will hear a long confirmation beep.

To program another phone number, repeat the above steps 1 to 5.

Memory Dialing

ONE-TOUCHE DIALING buttons



Dialing keys

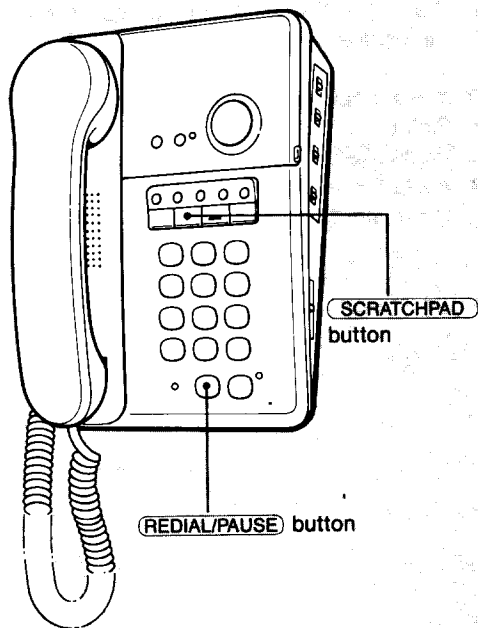
To make a call with ONE-TOUCH DIALING

- 1 Pick up the handset.
- 2 Press the ONE-TOUCH DIALING button for the desired phone number (① to ⑤).

To make a call with speed dialing

- 1 Pick up the handset.
- 2 Press **RECALL**.
- 3 Press the two-digit speed dialing number for the desired phone number (① ① to ① ⑤).

Scratch Pad Memory



During conversation, you can program another phone number into the “scratch pad” memory. This is useful when taking a phone number from the person on the line.

You can also save the phone number you just dialed into the scratch pad memory, which is useful when you want to redial the number after dialing a different number.

Note

You can program a phone number of up to 16 digits.

Programming a Number

- 1 Press **SCRATCHPAD**.
- 2 Dial the phone number (or press **REDIAL/PAUSE**).
- 3 Press **SCRATCHPAD** again.

Note

If you enter a number that exceeds 16 digits, an alarm will sound.

Dialing from Scratch Pad Memory

- 1 Pick up the handset.
- 2 Press **SCRATCHPAD**.

To delete the phone number

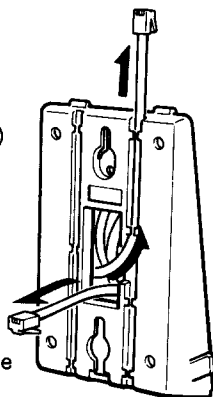
Press **SCRATCHPAD** twice.

Mounting Your Phone on the Wall

1

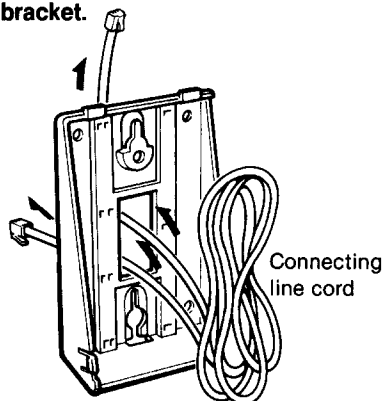
Wall bracket
(wall-side)

To telephone
outlet



2

Coil the connecting line cord inside the wall bracket.



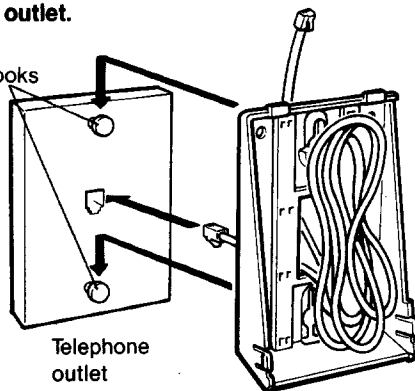
Connecting
line cord

3

Hook the bracket to the telephone outlet.

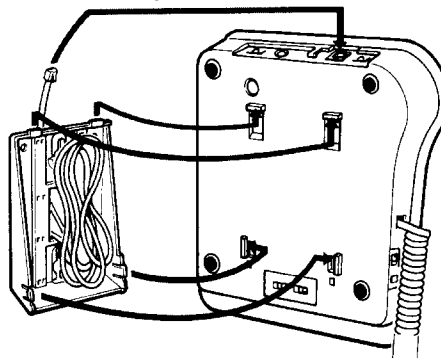
Hooks

Telephone
outlet



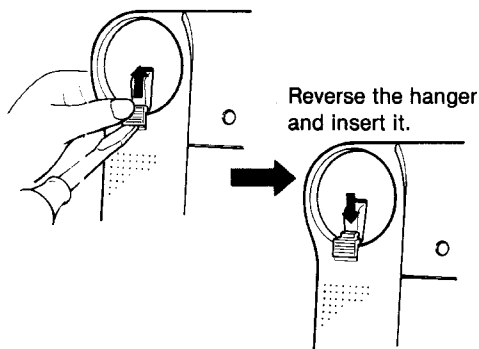
4

Align the installation hooks with the slots on the wall bracket. Insert telephone in the bracket and push down.



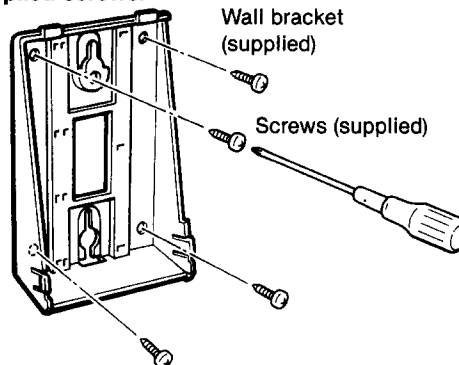
5

Raise the hanger for the handset to remove.



Reverse the hanger
and insert it.

In step 3, if you cannot hook the bracket, attach it directly to the wall. Use the supplied screws.



Wall bracket
(supplied)

Screws (supplied)

Mounting Your Phone on the Wall

Power Source

- Operate the unit only on 12 V DC. Use the supplied AC adaptor to connect the unit to a wall electrical outlet.
- Plug the unit into a wall outlet which has a continuous power supply. Avoid outlets where power may be cut off.

AC power adaptor

- Do not unnaturally bend or crimp the connection cord, or place heavy objects on top of it. Damage to the cord may result in fire or electric shock.
- Do not use cut or damaged connection cords.
- When removing the AC adaptor from the outlet, pull the adaptor plug itself. DO NOT pull the cord.
- Do not install the phone in a location near a heat source such as radiators or airducts, or in a place subject to direct sunlight, excessive dust, moisture, rain, mechanical vibration, or shock.
- Do not place the phone on or near a TV set or a personal computer to avoid interference.
- Should any liquid or solid object fall into the phone, unplug the phone and have it checked by qualified personnel before operating the phone any further.
- This telephone is designed and approved for single party lines only. It should not be connected to multiple lines or a coin telephone.

If you have any question or problem concerning your telephone that is not covered in this manual, please consult the nearest Sony Service Station authorized to service telephone terminal equipment.

INFORMATION

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- reorient the receiving antenna
- relocate the equipment with respect to the receiver
- move the equipment away from the receiver
- plug the equipment into a different outlet so that equipment and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio-TV Interference Problems".

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No.004-000-00345-4.

SERVICE REQUIREMENTS

If your IT-A205 model should malfunction, all repairs will be performed by an authorized Sony Service Station. This unit has been registered within the FCC for direct connection to the telephone network. Under the FCC program, no customer is authorized to repair this unit. This applies to a unit in and out of warranty. If an unauthorized repair is performed, the registra-

tion of the unit for direct connection to the network will be null and void. If the unit is still in warranty, the remainder of the warranty period will also be null and void.

It is the responsibility of users requiring service to report the need for service to their Sony dealer.

IMPORTANT INSTRUCTIONS TO USERS

Your IT-A205 has been approved by the Federal Communications Commission (FCC) as not being harmful to the telephone network when connected directly to the telephone lines. In order to fully comply with the Rules of the FCC, the following instructions should be read carefully and followed completely where applicable:

- 1 The FCC rules require that all direct connection to the telephone lines must be made through standard plugs and jacks. No connection can be made to party lines or coin lines. Prior to connecting your device to the lines:
 - a) Upon request from your telephone company, you must provide the 14 digit FCC Registration Number and Ringer Equivalence Number, both of which are on a label located on an outer surface of the device.
 - b) After the telephone company has installed the jack, you can connect your IT-A205 by inserting the mating plug of your equipment into this jack.
 - c) All repairs must be accomplished as described in the "Service requirements".
 - d) The REN is useful to determine the quantity of devices you may connect to your telephone line and still have all of those devices ring when your number is called. In most, but not all areas, the sum of the RENs of all devices should not exceed five (5.0).

To be certain of the number of devices you may connect to your line, as determined by the REN, you should call your local telephone company to determine the maximum REN for your calling area.

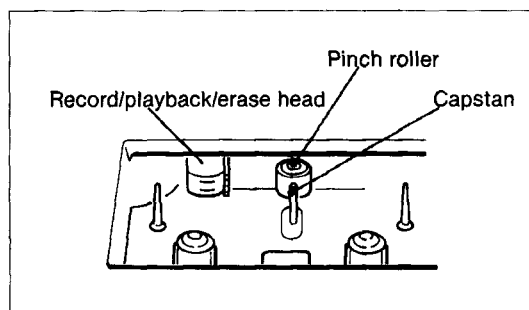
- 2 If it appears that your IT-A205 is malfunctioning, it should be disconnected from the telephone line until it can be determined whether your IT-A205 is the source of the trouble or not. If your machine needs repair, it should not be reconnected until such repairs have been made.
- 3 If harm does occur, the telephone company shall, where practicable, notify you, the customer, that temporary discontinuance of service may be required; however, where prior notice is not practical, the telephone company may temporarily discontinue service forthwith, if such action is reasonable in circumstances. In case of such temporary discontinuance, the telephone company shall (1) promptly notify you, the customer, of such temporary discontinuance (2) afford you, the customer, the opportunity to correct the situation which gave rise to the temporary discontinuance, and (3) inform you, the customer, of your right to bring a complaint to the Commission pursuant to the procedures set forth in the Rules. Procedures for filling the complaints can be obtained from your local dealer, or if necessary, by writing directly to the manufacturer.

Cleaning the Casing

Clean the casing with a soft cloth slightly moistened with water or a mild detergent solution. DO NOT use solvents such as alcohol, benzene, or thinner, as they may mar the finish.

Head Cleaning

Dirty tape heads will harm recording and playback quality, and may cause malfunctioning. Clean them regularly. Open the lid and remove the microcassette. Wipe the head, the pinch roller and the capstan with a cotton swab slightly moistened in cleaning fluid or denatured alcohol. You can also use a soft cloth.



- Power consumption
 - Approx. 6 W
- Outgoing message
 - Incorporated IC, up to 16 seconds
- Incoming message
 - Microcassette, recording time selectable (1 or 4 min.)
- Memo message
 - Microcassette, recording of up to 1 minute
- Conversation in progress
 - Recording of whole tape is possible
- Power source
 - 12 V DC (via supplied AC power adaptor)
- Dial signal
 - Tone, pulse selectable
- Dimensions
 - Approx. 201 × 79 × 219 mm (w/h/d)
 - (Approx. 8 × 3 $\frac{1}{8}$ × 8 $\frac{5}{8}$ inches)
- Weight
 - Approx. 0.95 kg (including attachments)
 - (Approx. 2 lb 2 oz)
- Supplied accessories
 - Connecting line cord (1)
 - AC power adaptor (1)
 - Sony Microcassette MC-30 (1)
 - Wall bracket and screws (1 set)
 - Operating instructions (1)

Design and specifications subject to change without notice.

Telephone Answering Machine

Trouble	Causes and remedy
You cannot record OGM properly.	• Are you recording with your mouth close enough to the microphone? Make sure the distance is about 20 cm (8 inches). • Is your OGM longer than 16 seconds? Shorten the message and try again.
There was a phone call, but no message was recorded.	• Are the AC power adaptor and the connecting cord firmly connected? • Was there a power interruption?
The unit stops recording before the caller finished his message.	• The REC TIME switch is set to 1 (or 4) and caller's message is longer than 1 (or 4) min. • The caller's voice level was too low. • Is the CPC switch set to ON although your line is equipped with "call-waiting" service?
An alarm sounds when you enter your ID code.	• Did you enter the correct code?
A long beep does not sound when you enter the ID code.	• Did you enter ID code quick enough? • Are you calling from a pushbutton (tone-type) phone? Remote control works only from pushbutton phones.
No sound from the speaker.	• Is the SPEAKER VOL control slide all the way to the left?
Cassette cannot be inserted.	• Check whether you are inserting correctly (page 10). • Disconnect the AC power adaptor and connect it again.
The lamp flashes in the ANSWER button.	• The AC power adaptor is connected for initial use (see page 8). • There has been a power interruption. To stop the flashing, pick up the handset, press (ON HOOK DIAL) or press any button used as a telephone answering machine (see pages 12-16). Check for any new incoming messages recorded.
POWER lamp flashes.	There has been a power interruption. To stop the flashing, pick up the handset, press (ON HOOK DIAL) or press any button used as a telephone answering machine.

Telephone

Trouble	Causes and remedy
No dial tone	Is the connection cord securely plugged into the TEL LINE jack?
You are connected to the wrong number, or not connected at all, even though you dialed correctly.	Is the DIAL MODE setting correct? See instructions on page 9.
The redialing function does not operate.	• Was the last number you dialed more than 32 digits long? • Was the number you intended to call really the last number you dialed?
The memory dialing function does not operate.	• Is there a phone number programmed for the ONE-TOUCH DIALING button or speed dialing memory you pressed?
You cannot program a phone number (an alarm tone sounds).	• Did you follow the programming procedures correctly? • Is a phone number programmed more than 16 digits long for each ONE-TOUCH DIALING button or speed dialing memory? • Try program again. Pick up and replace the handset, and go through the procedure once more. • The battery life of the built-in lithium battery (for memory back-up) is about 10 years. For replacing the battery, consult the nearest Sony Service Station.

Integrated Telephone Answering Machine IT-A205

3-752-459-22 (1)

